

THE BARK

COVERT OPERATIONS



INSTRUCTION BOOKLET



KOEI Corporation
500 Airport Boulevard, Suite 425
Burlingame, CA. 94010

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TEEN 13+
Animated Violence
Mild Language

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Getting Started

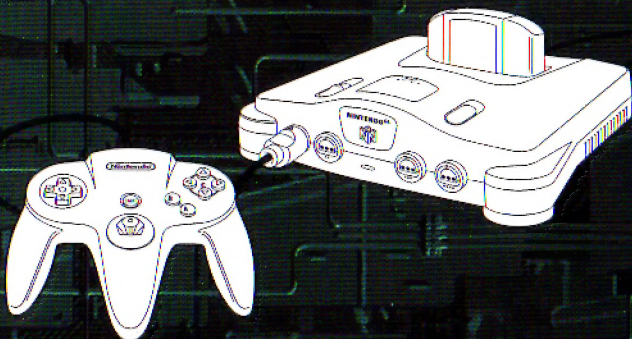
IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Instead, first turn the power **OFF** on your N64®.

Then insert the Game Pak into the slot of your N64®.

Press firmly to lock the Game Pak in place.

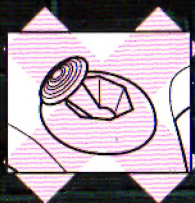
Turn the **POWER** switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



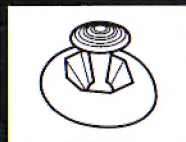
Control Stick Functions

The Nintendo 64 Control Stick® uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **Start** while holding down the **L** and **R** buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

This game is compatible with the Controller Pak™ and the Rumble Pak™ accessories. Before using these accessories, please read the Controller Pak™ and Rumble Pak™ instructions booklets carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak™ and Rumble Pak™ accessories.

Control

Connector Slot

Place the Control Pak™ and Rumble Pak™ here when appropriate.

R Button

Hold down get into a firing stance and target enemies.

L Button

This is not used.

Z Button

Use the Z Button to crouch.

Directional Button

Use the Directional Button (down) to place and detonate C-4.

B Button

The B Button reloads your weapon and cancels an action.

A Button

Think of the A Button as the action button. Use it to fire your weapon, perform hand to hand combat, open doors, pick up an item and choose a menu option. It is also used to put your back to the wall and perform evasive maneuvers (forward tumble).

C Buttons

The left and right C Buttons are used to change the camera view and change the targeted enemy in capture camera mode.

The top C Button toggles through your weapons, and the bottom C Button toggles through camera modes.

Start

Use Start to start the game, access the System Menu, and pause in Versus Mode.

Control Stick

The Control Stick is used for movement, aiming your weapon and toggling through menu options.

THE HEAVENS BLAZE

The Center for Space Development was suddenly hit with a highly concentrated energy beam; now only a barren wasteland marks the spot where the proud complex once stood . . . In minutes news of the destruction reached the Department of Defense. Some outside force had accessed GULF, a top-secret strategic weapons satellite in orbit, and fired it without mercy.

The Secretary of Defense gathered his advisors, but had little confidence in their ability to deal with this worst-case scenario beginning to unfold.

The Secretary's worst fears were soon confirmed.

Reports that an unknown agency had successfully infiltrated and seized the secret base at Westham were pouring in.

Aside from the now defunct Center for Space Development, the base at Westham is the only location from which the GULF system can be activated.

As reports of the damage flooded the Department of Defense, the Secretary received a message from Kenneth Coleman, the leader of a terrorist group called the Crying Lions.

As Coleman explained the reason for the attack, the Secretary was faced with the awful realization that the Crying Lions were not open to any negotiations. They wanted freedom for their homeland Zarozcia, and would stop at nothing to attain it.

There are only three hours until the GULF satellite is powered up and ready to fire again.

The Secretary knows he has only one card left to play - he orders the S.C.A.T. Team to mobilize - their orders:

Infiltrate the base at Westham and retake control of the GULF satellite!

Game Objective

Regain control of the GULF Strategic Weapons Control Center. You control Jean-Luc Cougar, the main character in the story. You will receive no mercy from your enemy, so grant none in return.

Saving Game Data

After clearing each stage, you can save your game data.

Game Over

The game ends when the main character's life points become 0.

Checkpoints and Continuing

Your game data is tentatively auto-saved at each Checkpoint. You can resume game play at the last checkpoint you pass only if you choose "Continue" at the Game Over screen.

IMPORTANT: When playing Story Mode with a Rumble Pak™ inserted in Controller 1, a Controller Pak™ can be used in any separate plugged-in Controller to save game data. This feature allows you to play the game without switching between the two accessories.

Game Menus

Start Screen

This is the Start screen. Simply press Start or the A Button to get started.



Mode Select

After you press Start on the start screen, you can choose from Tutorial, Story, Versus and Option modes.



Modes

Tutorial

In tutorial mode, you will learn all of your character's moves and how to battle.



Option

You can change the difficulty level of story mode. You can also change the sound output, the controller configuration, check your records, and load/save to your controller pak.

Game Config

Here you can set the game to Easy, Normal or Hard.



Sound

Here you can change the sound output level. You can also change the sound from Stereo to Mono.



Record

This is the Hall of Fame. It shows the best game completed for each difficulty level. The first screen shows the best total score and game time for each level. Choosing a specific level will give you complete game information for that level.



Story

Story mode is the main one player game. Simply start a new game or load your saved game to play.



Controller Pak

Here you can load or save your game.



Controller

Change the settings of your Controller (s).



- SGHT CTRL: Adjusts the reaction of your weapon's sight to the movement of the Control Stick.
- SIGHT SPD: Adjusts the speed of your weapons sight.
- CAMERA CTRL: Adjusts the movement of the camera in response to pressing the left/right C buttons.
- CAMERA PAN: Choose whether you or the game controls the camera returning to the "behind the player" view.
- KEY TYPE: Reconfigures your controller setup.

Versus There are 6 versus modes that can be played by up to 4 players. **NOTE:** Characters that begin the game with powerful weapons or unlimited ammunition cannot pick up additional weapons in the stage.

Death Match

Death match is a straightforward shoot-out. 2-4 Players enter, but only one comes out alive.



Lethal Tag

When you hit your opponent (lethal tag) while in command of the white cube, you score. If you shoot your opponent or are able to avoid being shot by for a set period of time, you are awarded 1 point. The first player to earn 7 points wins. (2 players only)

Cube Hunt

This is a race to gather different colored cubes. Touch the cubes to add them to your inventory. If you are hit, a random cube from the group you have already collected is taken away. The first player to gather all 7 colored cubes wins. There are special cubes that change color constantly. Shoot the cube when it's on the color you want. (2 players only)

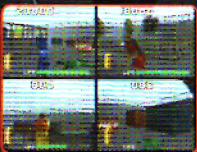


Quick Draw

This is a race to shoot 7 colored cubes in a set order. Once you have shot and hit a cube, the next cube will appear somewhere in the stage. The first player to shoot all 7 cubes in order wins. The automatic aiming feature is turned off during this mode. (2 players only)

Team Battle

This is the team version of Death Match. Take out all three members of the opposite team to win. (2 players only)



Point Match

Compete for damage points. The more damage you inflict, the more points you get. Get bonus points for eliminating your opponent. The first player to score enough points wins. (3-4 players)

Character Actions

Your characters actions can be both passive and aggressive depending on what you need to do. The following are descriptions of all character actions.

Walking and Running

Press the Control Stick lightly in any direction to make the character walk in that direction. Apply greater pressure to make the character run.



Back Against Wall

Pushing A while close to a wall allows you to put your back to the wall.



Moving Along Walls

Once you're back against a wall, press the Control Stick to the left or right to move the character along the wall slowly.



Crouching

Hold down the Z Button to crouch. Use this technique to hide behind crates and other similar objects.

Moving In A Crouch

Hold down the Z Button and use the Control Stick to make the character move while crouching.



Hand to Hand Combat

When close to an enemy, press A to kick or hit the enemy with your weapon. Your attack will automatically change from shooting to hand-to-hand combat at close range. Move away from an enemy to fire your weapon.

Swing Out - Swing Back Surprise Attack



With your back to the wall and at the corner, press the R Button to "swing out" from behind it. Quickly press A after swinging out to fire your weapon. Release the R Button to "swing back" into your original position.



Forward Tumble

Press A while moving in a crouch (Z + Control Stick) to make your character roll forward.



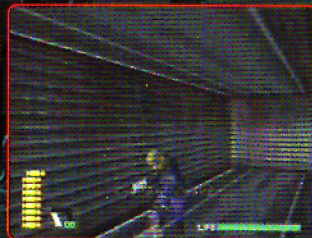
Opening Doors

Stand in front of a door and press A to open it. A blue indicator will be displayed on doors that can be opened.



Picking Up Items

Stand in front of the item and press the A Button to pick it up. A blue indicator will be displayed on items that can be picked up.



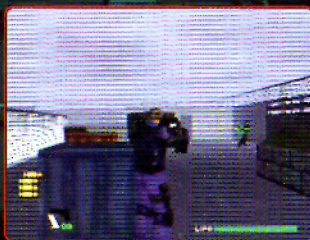
Check points

Reaching a checkpoint saves your current progress in a level. This data is only retained when you continue playing. If you do not continue playing, you will have to load your saved game from the Controller Pak™ or start a new one.

Firing and Reloading

Press A to fire your weapon while in the firing stance (Holding R). If your weapon is running low on ammunition, press the B Button and reload. If you don't press B, when your weapon is empty, it will automatically reload when you press A. It is faster, however, to reload with the B Button.





Automatic Targeting

Hold down R to target. The weapon's laser sight automatically targets enemies. If there is more than one enemy on screen, the automatic targeting feature will target the most dangerous enemy. The automatic targeting feature will target a different enemy if you quickly press the Control Stick in the direction of the enemy you wish to target. Targeted enemies will be highlighted by green cross hairs.

Manual Targeting

Target enemies manually by moving the weapon's laser sight with the Control Stick. Use this feature when shooting objects like steel drums. Hold down R, adjust the laser sight with the Control Stick and press A to fire. Any explosive objects you shoot will explode when hit. Make sure you aren't too close to the object or you'll get hurt in the explosion. Explosive objects will be highlighted with red cross hairs when targeted.



Detonating Explosives

Use the Control Pad(down) to set the C4 plastic explosives in place. Press the Control Pad (down) again to detonate the explosives you have set. Make sure you aren't too close to the explosives or you'll get hurt in the explosion. To pick up an explosive without detonating it, press A.

Other Actions

Camera Toggle

This allows you to choose between the normal and capture camera modes.

Capturing Enemy by Camera (Capture Camera Mode)

By pressing the down C Button while an enemy is in your field of view, you lock the camera on that enemy (Capture Camera Mode). In this mode, the camera follows the movement of the camera-captured enemy. This allows you to easily target a moving enemy and is useful when fighting a Boss Character and his underlings.



Switching Targets in Capture Camera Mode



If there is more than one enemy on the screen, press the left or right C Button to choose the enemy on which to lock the camera. The green-framed sight will be displayed on the chosen enemy character.

Main Screen

Jean-Luc

This is the main character; the one you control.

Enemy

This is one of the many enemies you will encounter.



Rounds

Number of rounds left in present clip. Reload when you are out or running low.

Life

Life gauge of main character. The game is over when your life gauge reaches 0.

Clips and Weapon

Number of clips left and the weapon you are using. You have an unlimited supply of clips for your handgun. Other weapons are limited to what you pick up.

Systems Screen

The Systems Screen allows you to check your map, change weapons, use items, and change the game options. It also displays elapsed playing time. Press Start during game play to access the Systems Screen.



Map

View a map of your current surroundings. The blue dot represents your current position. The red dot represents your goal.



Weapon

View all of your weapons on this screen. Press A to select one.



Item

View all of your items on this screen. Press A to use an item.



Team

View information about other S.C.A.T. members.



Config

Change the various game options. (See "Controller" page 10)



Items

There are several different items available in the game. Sometimes they appear after you destroy explosive objects. You can verify the items in your possession in the Item and Weapon commands on the Systems Screen.

Medical Kit

Your life points are partially restored by using a Medical Kit. You cannot pick up Medical Kits if your life gauge is full.



Flash Light

This is a small light that attaches to your weapons. It will help you aim in dark areas and can be attached to the sub-machine gun and the shotgun. Pressing A will turn the Flashlight on and off.



Magazine Pouch

This item allows you to increase the number of magazines and shell cases you can carry.



C-4 Explosives

A potent plastic explosive, C-4 can be used to destroy walls or take out enemies.



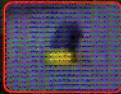
C-4 Detector

Just equip yourself with it and it will locate the explosives.



Magazine

The magazine contains bullets for the sub-machine gun.



Shell Case

This box contains the shells for the shotgun.



Weapons

Aside from the handgun, other weapons may be picked up during game play. Only the handgun has an unlimited supply of ammunition. If you reload while you still have rounds left in a weapon, they are thrown away. To save ammunition, you should choose your weapons carefully.

Handgun

The automatic handgun uses 45 caliber bullets. Each clip holds 8 rounds. It was developed by the American military and has undergone many changes since it's initial production long ago. Because of it's strong power, it is effective for personal protection at short range. However, it doesn't provide enough firepower to deal with several enemies at once.



Sub-Machine Gun

This powerful sub-machine gun fires 9 mm rounds. Each magazine holds 30 rounds. It's light weight and heavy firepower make this weapon a favorite of military and police forces around the world. Because every squeeze of the trigger fires several rounds at once, it is ideal for situations which require less finesse and more firepower.



Shotgun

This is a 12-gauge shotgun designed for combat use. It can hold up to 8 shells, and has a folding stock for increased portability. Like all shotguns, your aim doesn't have to be perfect in order to do damage. It is effective against very quick enemies, but should not be used at long range.



Characters

S.C.A.T. (Strategic Covert Actions Team) is a top-secret band of anti-terrorist operatives formed under the auspices of the President in order to deal with terrorist actions that threaten national security

Jean-Luc Cougar

Jean-Luc is a former member of a city SWAT team, 27 years old and single. His ability to remain levelheaded in even the most harrowing situations gained him a spot as the leader of the Advance Strike Team of S.C.A.T. He is highly respected by the younger teammates, and finds it easier to express his fighting spirit in actions rather than words. His handgun is the last reminder he has of his older brother Alan, a member of the Navy Special Forces who was lost in battle and is presumed dead.

Lisa Roberts

The only female member in S.C.A.T. Her grandmother was Japanese, and Lisa claims to possess a strong fighting spirit. After acing her courses on criminal psychology at the university, she went on to join the National Bureau of Investigation. She is also an excellent long-range sharp shooter, and was once offered a chance to test her skills in the Olympics. She was offered a position in S.C.A.T. after Dan saw her in action during a training session at the NBI academy



Daniel Stewart

S.C.A.T.'s first and only commander. His experience and leadership help hold together the various personalities that make up S.C.A.T. He is also a former member of the Navy Special Forces and a trusted friend of Jean-Luc's brother Alan.

Law Bruford

6'6" 250lbs of pure fighting machine. He was transferred to S.C.A.T. from the Navy on the recommendation of his commanding officer. He is unmatched in hand to hand combat, and was Jean-Luc's toughest competition for Leader of the Advance Strike Team.

Jake Hudson

A former Army grunt, Jake joined S.C.A.T. at the same time as Jean-Luc. He is somewhat of a prankster and loves to pick on Lisa whenever he gets a chance. He is as brave as they come and his shooting ability is questioned by none.

Matthew Brown

A veteran member of the team and former Air Force officer. During his college days, he took 6th place in the National Heavyweight boxing competition. His positive outlook and upbeat attitude help keep his fellow team members from becoming too stressed and mark him as the group's "mood maker".

Michael Hawkins

A demolitions expert and former member of the National Drug Enforcement Agency's bomb squad. His skills in defusing bombs and destroying obstructions make him a key player in the fight against terrorism.

Thomas Smith

He is in charge of all communications for the backup support team. A former member of the computer crime division in the National Bureau of Investigation, he is well versed in all facets of computers and other high tech electronics.



Steven Legal

As Lieutenant Commander of S.C.A.T. he received most of his training in the British Secret Service. His information gathering and keen analytical skills make him the top choice for any scouting mission.



Keith Birdy

No team would be complete without a support member trained in medicine. As the rookie of the team, Keith joined S.C.A.T. with the highest recommendations from the President. The GULF mission is his first with the group.



Strategy

Use Stealth to Your Advantage

It goes without saying that it is safer to take out 10 enemies individually than it is to tackle 10 enemies at the same time. Avoid engaging several enemies at once to curtail grave injuries. Instead of running headlong into certain danger with guns blazing, use obstacles to your advantage. Hide behind crates and steel drums as you sneak up on enemies. Once you have them in your sights, take them out quietly. Don't fire your gun needlessly. The sound will bring other terrorists rushing onto the scene, making your job that much more difficult.



Master the Capture Camera Mode

Enemies do not just wait for your attacks. They move and dodge your attacks. When you attack many enemies at once or fight the boss characters, you must defeat them as quickly as possible by shooting at them precisely. Otherwise, they will cause you serious damage. Use the down C Button to have the camera's orientation lock on an indicated enemy. This greatly improves the accuracy of your gunfire on a moving enemy.



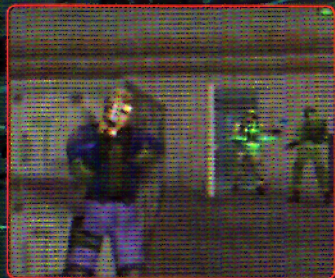
Make Explosions Work for You

Sometimes it is more effective to use explosive objects instead of dealing with several enemies at once. Some of the steel drums and crates are explosive. You can blow up these objects by shooting them. Just target the explosive object and let the ensuing explosion do the work for you. There are several different types of explosive materials in the game. Some explosive objects require more than one hit.

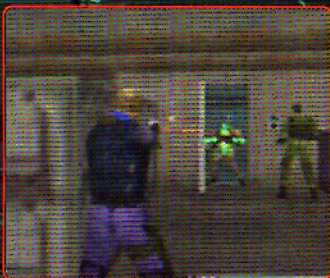


Using Walls and Columns Effectively

If you can approach an enemy without being noticed, you can catch them off guard with a surprise attack. This technique allows you to rapidly fire at enemies from a defensive position against a wall or column. Enemies are especially vulnerable to attacks from behind. If possible, try to sneak behind an enemy and then hit them quickly. It is possible to take the terrorist out with just one shot.



With your back against the wall, use the left/right C Buttons to rotate the camera. This allows you to easily see what an enemy is doing.



If you press R while in this position you can move into attack position very quickly. Release R to return to your defensive position.

Time Your Reloads

Never try to reload while you are under heavy fire because it leaves you totally defenseless. If you are hit in the middle of reloading, you won't finish and will have to try again. This takes time and gives your enemies more time to hit you again. Time your reloads carefully.



Warranty

WARRANTY 90-DAY LIMITED WARRANTY

KOEI Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will replace the game pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

Send in your Registration Card.

Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging. If your game is covered under a store warranty, return the game pak to the store at which you purchased the game. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650) 348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.

If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, **FREIGHT PREPAID AND INSURED FOR LOSS AND DAMAGE**, together with your sales receipt and the UPC code within the 90-day warranty period to:

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This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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